

Solutions

1. Black has three weak squares in his position – d5, f6 and h6. These squares cannot be defended by a pawn. Because of that they can become excellent outposts for white's pieces.
2. Weak squares are great outposts for our pieces – especially our knights. White should play Bg5 with the idea to eliminate the knight on f6 that's defending the outpost.
3. Weak squares can easily be occupied by our pieces. White has a very interesting knight maneuver that can help him exploit black's kingside weaknesses – Nh2-g4-f6/h6.
4. Black has light-squared weaknesses on the kingside. He placed all of his kingside pawns on dark squares which resulted in a weak light-squared complex. White should play h5 followed by a knight maneuver – Nh4-Nf5/Ng6.
5. White should play a6 in this position. That eliminates black's b7 pawn and creates a weakness on c6. Black doesn't have a way to keep the pawn on b7 and protect the c6 square. After he trades the pawns or pushes his pawn forward white can easily occupy the c6 square with his knight.